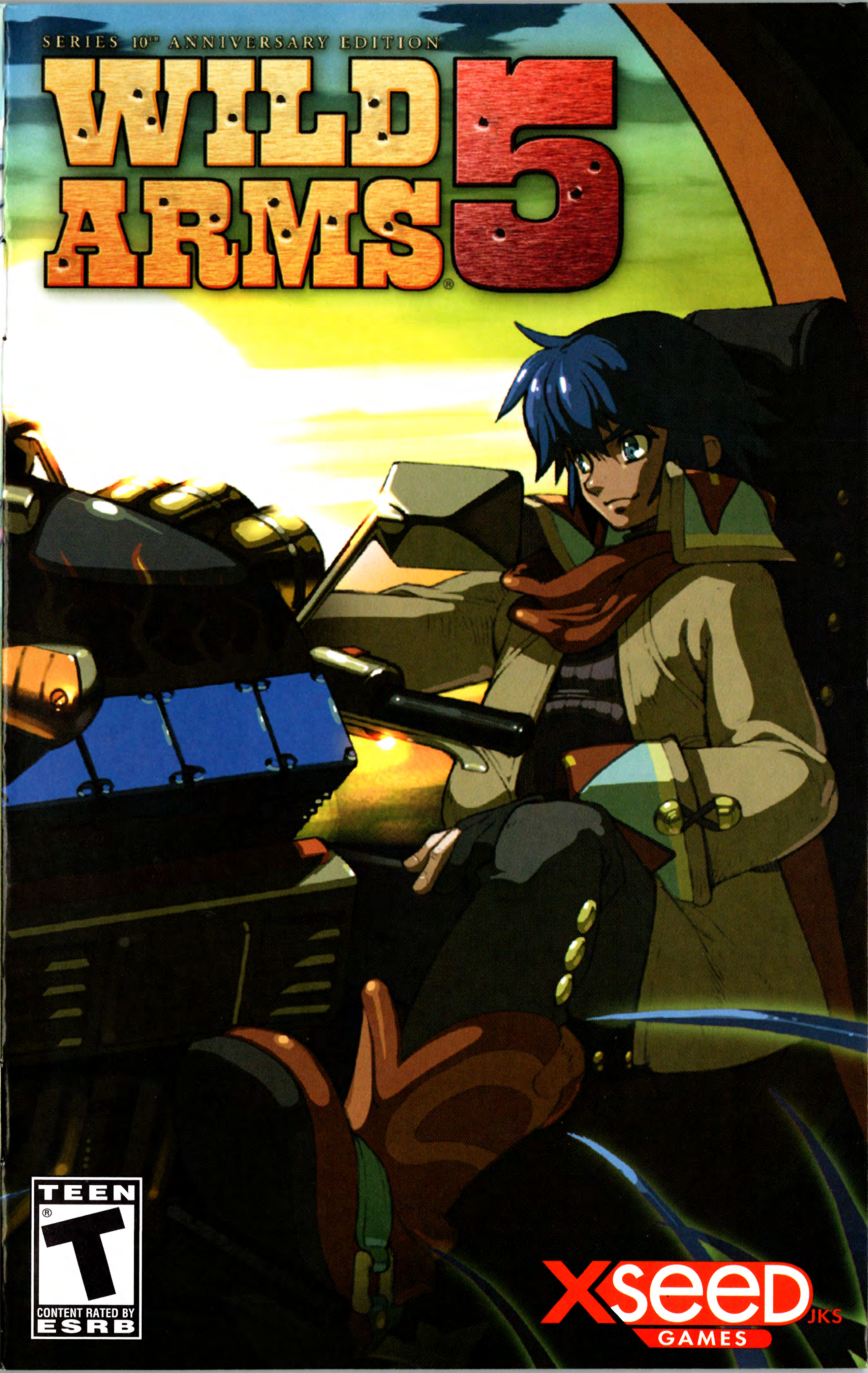
SERIES 10TH ANNIVERSARY EDITION

WILD ARMS® 5



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CONTENT RATED BY ESRB

XSEED JKS GAMES

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

WILD ARMS®5

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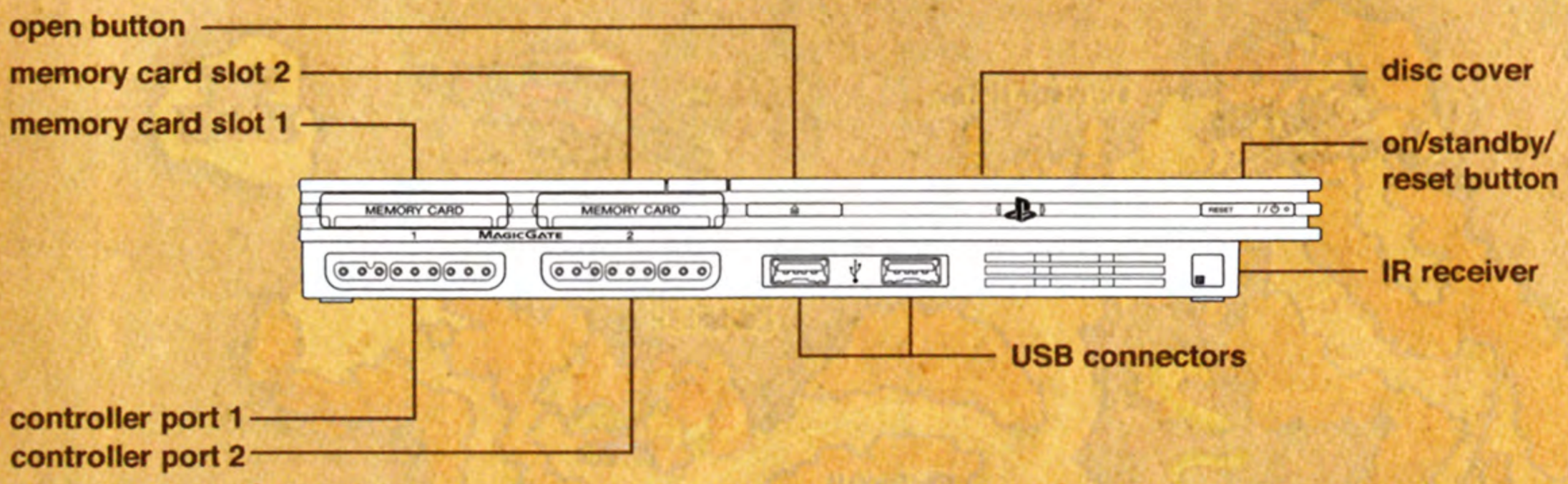
2 Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **Wild ARMs® 5** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

BEGINNING THE GAME

Press the START button at either the opening demonstration or at the Title Screen. You can also manage your save data by pressing the START button at the Title Screen.

START A NEW GAME

To start a new game, select the "New Game" option on the Menu Screen. The message "Start a new game?" will then appear on the screen. To begin, select the "Yes" option.

CONTINUE A PREVIOUS GAME

Insert a memory card (8MB) (for PlayStation®2) with your save data into either the MEMORY CARD slot 1 or MEMORY CARD slot 2 and select the "Load" option. Choose the save data you wish to use. The message "Load this data?" will appear on screen. Choose "Yes" to continue the game from the last save point.

USING MEMORY CARDS

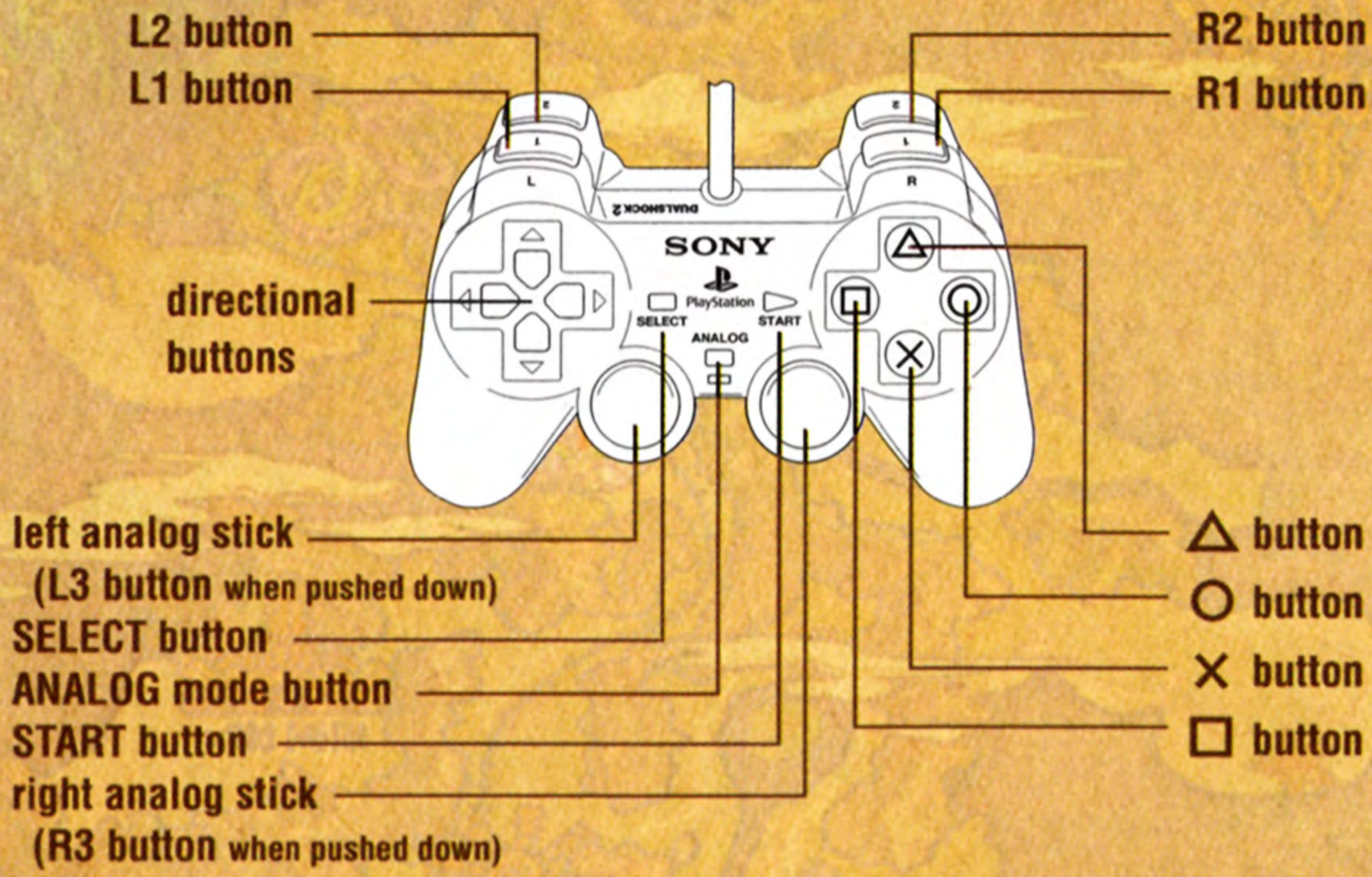
By using a separately purchased memory card (8MB) (for PlayStation®2), you will be able to save your game data. The memory card should have at least 26KB of free space. For more on how to save your game, see page 14.

ABOUT THE "EX. FILE"

The "Ex. File" is an extra bonus file that is obtained by fulfilling certain requirements within the main game. To access the list of requirements and currently fulfilled info, choose "Ex.File" in the initial memory screen.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game requires the use of a DUALSHOCK®2 analog controller. What follows is a description of the default button settings. For more information on changing the button configuration, see the SYSTEM section (page 17). This game only requires one controller.

BASIC CONTROLS

	ACTIVE FIELD	BATTLE SCREEN
L1 button	Change ammunition type (see page 13)	Go back to previous page
L2 button	Change ammunition type (see page 13)	Not used
R1 button	Turn shooting mode on/off (see page 12)	Go ahead one page
R2 button	Turn encounter mode on/off (see page 14)	Not used
R3 button	Not used	Turn Filter effect on/off
directional buttons	Change Lock-on target / Select item	Select command or item
left analog stick	Move character / Select item	Select command or item
right analog stick	Move camera	Confirm character's turn in battle
START button	Show Filgaia Map (see page 10), Active Field (see page 11)	Not used
SELECT button	Route trackers on/off (see page 11)	Zoom in/out on character's faces
⊗ button	Talk / Examine / Confirm	Confirm
◎ button	Jump / Cancel	Cancel
△ button	Open Menu Screen (see page 15)	Speed up the help messages
□ button	Action / Shoot	Change between top view and normal view

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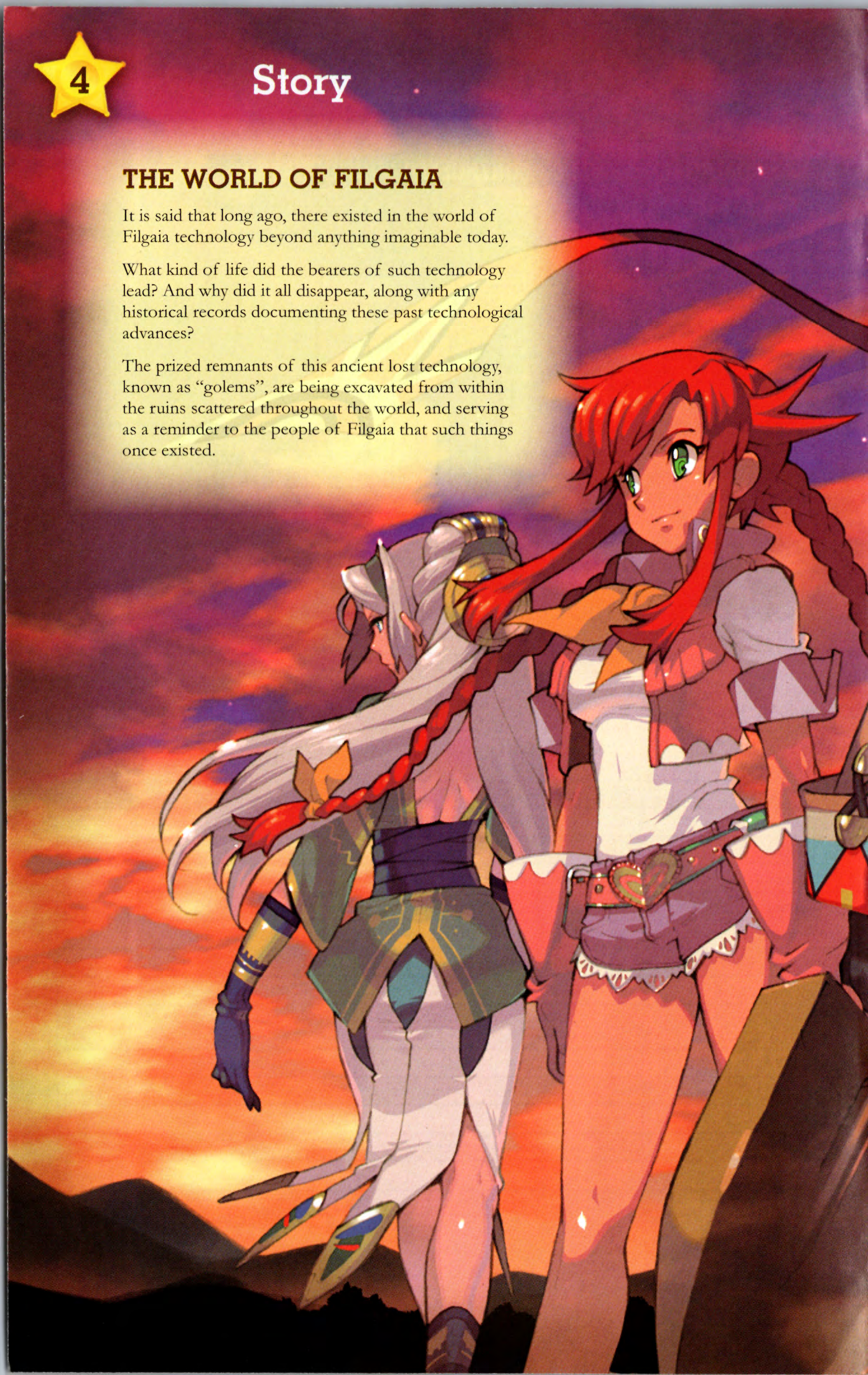
Story

THE WORLD OF FILGAIA

It is said that long ago, there existed in the world of Filgaia technology beyond anything imaginable today.

What kind of life did the bearers of such technology lead? And why did it all disappear, along with any historical records documenting these past technological advances?

The prized remnants of this ancient lost technology, known as "golems", are being excavated from within the ruins scattered throughout the world, and serving as a reminder to the people of Filgaia that such things once existed.



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Characters

DEAN STARK

A 16 year-old boy who lives in the town of Capo Bronco. Upbeat and outgoing, with a strong sense of justice. He loves golems and one day dreams of becoming a great golem hunter and traveling across the world.

EQUIPPED WEAPONS:
Black Fenrir (Shovel) / Twin Fenrir
Attack any single adjacent HEX

REBECCA STREISAND

Dean's childhood friend. A vivacious, strong-willed girl. She's so worried about Dean after he decides to leave Capo Bronco that she offers to join him on his journey. The truth is she is in love with Dean, but would never admit it.

EQUIPPED WEAPON: Pizzicato Pistol
Attack any single HEX in a direct line from current HEX

AVRIL VAN FLEUR

The Girl who fell from the sky cradled in a golem's arm. Rescued by Dean and Rebecca, she suffers from a serious case of amnesia and only remembers her own name and the words "Johnny Appleseed".

EQUIPPED WEAPON: Absolute Zero
Attack any single adjacent HEX

Characters

GREG RUSSELLBERG

Also known as the "Golem Crusher". An outlaw who destroys golems and is wanted by golem hunters all over Filgaia. A quiet man with a troubled past.

EQUIPPED WEAPON:
Dark Silhouette
Attack any single HEX in a direct line from current HEX

CAROL ANDERSON

A klutzy 12 year-old who, while searching for a missing companion, became lost herself. Tremendously bright and well-educated for her age.

EQUIPPED WEAPON: Miracle Accordion
Attack any single HEX on the battlefield

CHUCK PRESTON

A 19 year-old golem hunter (apprentice).
A cocky guy with a pretty face but a bit weak at heart. He isn't the smartest guy in the world and occasionally sticks his foot in his mouth.

EQUIPPED WEAPON:
L23 Pile Bunker
Attack any single adjacent HEX

Characters

VOLSUNG

The leader of the Veruni radical faction. He is a ruthless man and will stop at nothing to achieve his goal. Seizes a neutral area between the two factions by force and becomes the ruling leader.

FEREYDOON

Volsung's faithful subordinate. The leader of the Four Sentinels and second in command of the Veruni Radical faction. Scrupulously obeys orders and takes pride in being a soldier above all else.

PERSEPHONE

One of the Four Sentinels. She is in charge of gathering intel and information control. Although she is generally calm and icy, she sometimes lets her emotions peek through.

Characters

KARTIKEYA

One of the Four Sentinels. He has no respect for human life or their well being. Loves combat and destruction more than anything. Also known as "The Reaper".

THE PROFESSOR

Dedicated to the pursuit of any and all knowledge of Filgaia and is truly respected by many. He looks intimidating due to his muscular physique, but has the tendency to speak like a young, spoiled child when excited.

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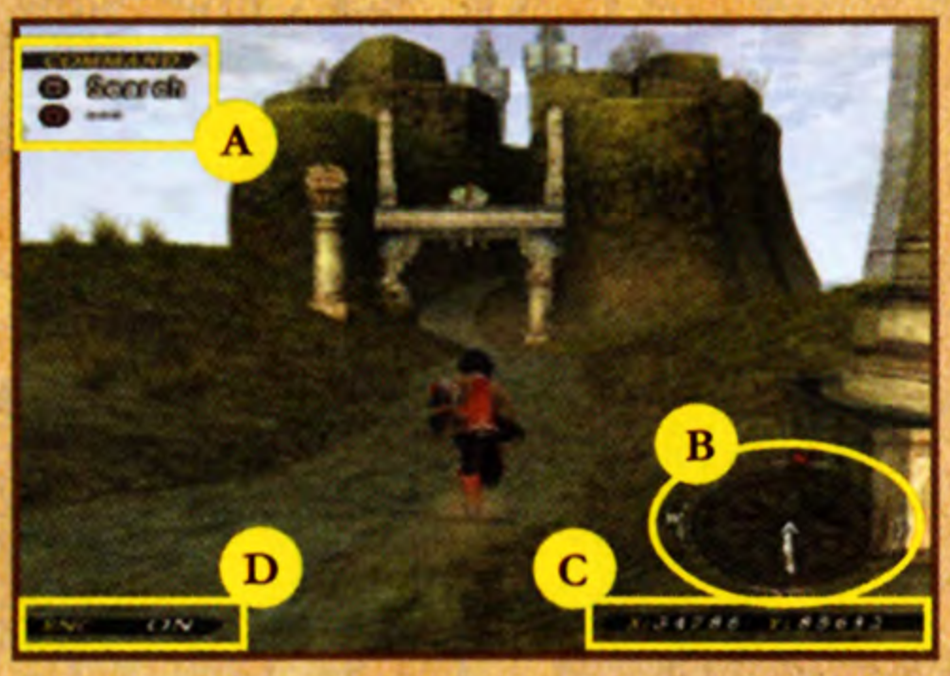
Moving Around Filgaia

The area outside of the towns and dungeons of Filgaia is called the "Filgaia Map", while areas within towns and dungeons are called the "Active Field". The player's character can perform several different actions when they are in the Filgaia Map and Active Field.

FILGAIA MAP INFORMATION

The following information is displayed on the Filgaia Map:



A. Shows the actions the character can perform and which buttons are used to perform them. The actions available will change depending on the area the character is in.

B. This is the mini-map, which is used to check the character's bearings as well as see which way they are traveling.

C. If a specific item is equipped, the character's exact coordinates on the Filgaia Map will be displayed.

D. Shows if the encounter-break (see page 14) is on or off. Use the R2 button to toggle this setting.

USING THE MINI-MAP.

The character will always be shown in the center of the mini-map. When the character moves, a white line showing the direction where the character is moving from will be displayed. Also the white V-shape will move, showing the direction the character is heading. The edges of the map are marked with "N" for north, "S" for south, "E" for east and "W" for west. The green ■ mark designates either an entrance to a field area or a save point (see page 14). By equipping a special item, the area shown on the mini-map can be increased.

USING THE MAP OF FILGAIA

To display the map of Filgaia, simply press the START button while traveling on the Filgaia Map. By pressing either the L1 or R1 buttons, you can display the entire Filgaia Map or scroll between the southwest, southeast, northwest and northeast quadrants of the map. The player's current location is represented by the "V" mark and the places the player has visited are represented by squares. Green squares represent towns and villages; red squares represent dungeons.

TRAVELING THE FILGAIA MAP

Use the left stick to move the character and the right stick to change the camera perspective. In the Filgaia Map, the player will encounter save points (see page 14), berry trees and other objects that the character can interact with. When you come across such an object, press the ⊗ button.

When you come across a tree that has ripe berries, push the ⊗ button. You'll receive heal berries and maybe other items as well.

By standing on a save point, you can save your progress as well as cure any status ailments.

SEARCH SYSTEM

Press the ■ button while navigating the Filgaia Map to use the search system in order to find undiscovered items such as treasure boxes and other surprises.

When you press the ■ button, you can search the area immediately surrounding the character.

Moving Around Filgaia

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TRAVELING BY VEHICLE

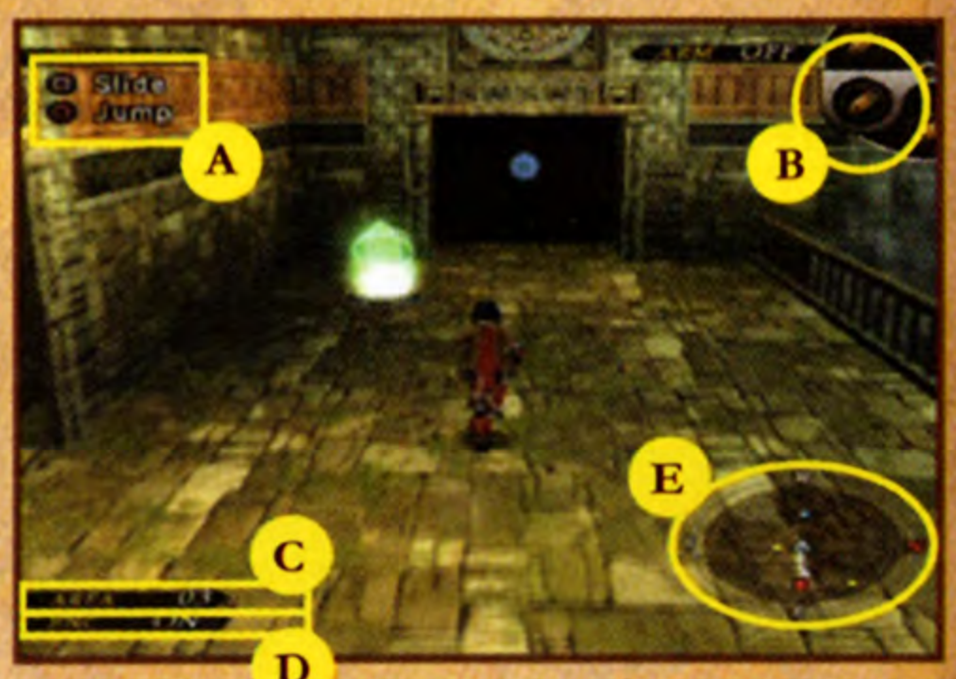
In the Filgaia Map, you can move about either by train or by a single-wheeled buggy called a Monowheel. To use the Monowheel, you will need the "Call Whistle" in order to summon it. In order to use the trains, you must either have a Class A License or a "FX ticket" to board.

OPERATING THE MONOWHEEL

Pushing the left analog stick up / ⊗ button	Accelerate
◎ button	Brake
Pushing the left stick left or right	Move left or right along the Y-axis
△ button	Dismount the Monowheel
L1, L2, R1, R2 buttons	Sound the horn

ACTIVE FIELD INFORMATION

Compared to the Filgaia Map, the Active Field contains a lot more information:



A. Shows the actions the character can perform and which buttons are used to perform them. Press the R1 button to toggle between basic actions and shooting mode (see page 12).

B. Cartridge being used while in shooting mode (see page 12). You can change cartridges by pressing either the L1 or L2 buttons.

C. The current area the character is in. Will depend on the dungeon's numbering system.

D. Shows if encounter break (see page 14) is turned on or off.

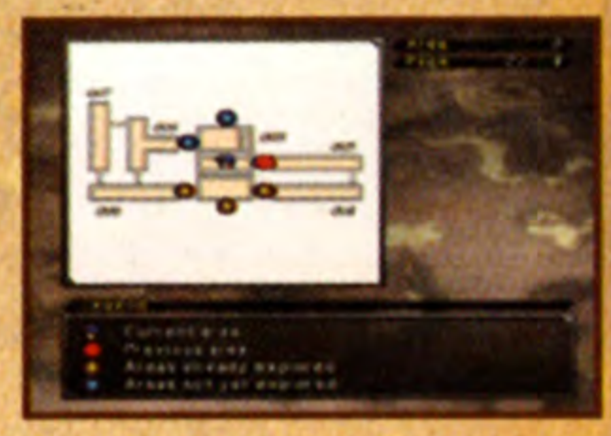
E. Mini-map display. The color of the mark at the top of the map will change, depending on the color of the route tracker the character is approaching (see below).

ROUTE TRACKERS

The route trackers indicate where the different sections of the dungeon are connected. A blue mark indicates a route not yet taken, a yellow mark indicates where the player has been before and a red mark indicates where the player has just come from. Press the SELECT button to show or hide the route trackers.

HOW TO READ THE DUNGEON MAP

To display the map of a dungeon, press the START button while in the Active Field of that dungeon. You can switch between map pages by pressing either the L1 or R1 button. Each of the dungeon floors are numbered and the player's current floor will display at the top right of the screen. The floor map can be enlarged by pressing the START button and scrolled by using the left analog stick. Explanations of the icons used on the map are shown at the bottom of the screen.



12 Moving Around Filgaia

ACTIONS AND TRAPS

Traveling the Active Field, more action movements are available compared to the Filgaia Map. Mastering the full variety of actions available within dungeons will become vital to solving puzzles.

BASIC ACTIONS

Below are some basic action movements that are available early in the game:

Walking and Running

Slightly tilt the left analog stick to make Dean move. Hold it all the way and Dean will run.

Crouch

While Dean is standing still, hold the ▣ button to make him crouch.

Sliding

Press the ▣ button or hold down the ▣ button while walking or running and push the left analog stick in the direction you wish to slide. Dean can break boxes or move certain objects using this feature.

Jump

While standing still, press the ◎ button to jump in place. When pressed while moving, Dean will jump in the direction that the left analog stick is pushed.

Stomping

When jumping off of high places or even while jumping in place, press the ▣ button in mid-air to perform a stomp attack.

Grab

Blocks and crates can be grabbed. To grab, stand next to the object and press the ⊗ button.

Push or Pull

While grabbing an object press down/up or left/right on the left analog stick and Dean will push or pull the box that he is grabbing. (Don't forget to keep holding down the ⊗ button while you push or pull.)

Examine

Treasure boxes can be examined. Stand beside an object and press the ⊗ button to examine.

SHOOTING MODE

As you progress in the game, your ARMs will become available to shoot certain objects. This action is called shooting mode. By using different types of bullets in different situations, Dean will be able to operate switches, destroy objects and open treasure boxes.

Moving Around Filgaia

MODE USAGE AND CARTRIDGE CHANGING

Press the R1 button to have Dean ready his ARMs. Cartridges can be switched by pressing the L1 or L2 button. To shoot bullets, press the ● button. NOTE: Bullets will not run out while in shooting mode and can be used infinitely. Shooting mode is not accessible in towns and stations.

When the "ARM" indicator in the top-right corner of the screen is showing ON, this indicates shooting mode is turned on.

The current bullet (cartridge) chosen is shown on the top-right corner of the screen.

LOCKING ON

In shooting mode, Dean's ARMs will automatically lock-on to the nearest target. If there are multiple objects, use the directional buttons to switch between targets.

DIFFERENT BULLETS

Below are the different types of bullets that can be used as the game progresses.

Freeze Ray

A beam of frigid air that can freeze objects.

Standard

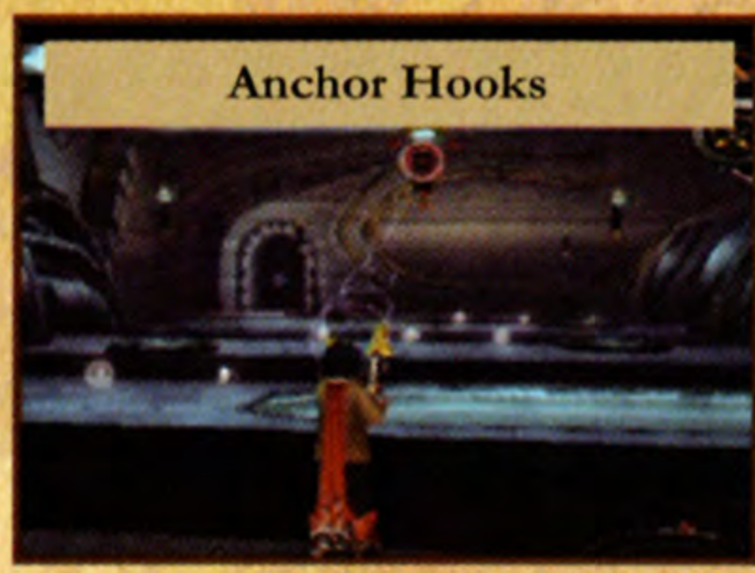
The standard shots allow you to strike or break distant objects. Usually used to activate switches.

Power Shot

Shoots out a powerful missile that destroys rocks or weakened walls that block the way.

Fire Bullet

Shoots balls of fire. Press and hold the ● button to build up energy and make the fireball travel faster.



Anchor Hooks

Shoots out a hook that can be used to pull Dean towards poles or to pull objects towards Dean.

Detector

Scans the area that Dean is currently in. The Detector will indicate any treasure chests that have not been opened as well as hidden treasure.

Duel Sign

Shoots a miasma into the air drawing monsters towards Dean. It can also be used to release sealed monsters.

14 Moving Around Filgaia

SAVE POINTS AND SAVING

Save points allow you to save your current game and restore all your party members' HP and MP.

SAVE POINTS

There are save points throughout the world and dungeons. Move Dean on top of the save point and press the ⊗ button to completely restore the party's HP and MP. You will be able to modify ARM parameters or receive hints for your current situation.

MEMORY BIRDS

Memory Birds can be found in towns. By speaking to a Memory Bird, the party's HP and MP will be completely restored and you will be able to modify ARM parameters. As the save points in the Active Field, you can also access hints where Dean will speak about the party's current situation and what they need to do.

HOW TO SAVE

At either a save point or a Memory Bird, you will be able to save your current game to a memory card. Choose "Save" and the Save Data screen will appear. Choose a file in which you would like to save your current game and press the ⊗ button. The "Save here?" message will appear and selecting "Yes" will save the current data to the chosen file. If a file with an existing memory data is chosen, the message "Overwrite saved data?" will appear. Choosing "Yes" will overwrite the old data with the new save data. Please note that a memory card (8MB) (for PlayStation®2) will be needed to save data. For more information, refer to page 2.

CLEANSING SOL NIGERS

Every dungeon and continent has a single darkened Sol Niger. By walking up to one and pressing the ⊗ button to examine the Sol Niger, your party's HP and MP will be fully restored. If the crystal is darkened, you will have the option to battle the Sol Niger. If the Sol Niger is defeated, it will turn white and become cleansed.

When darkened Sol Nigers are examined using the ⊗ button, you will be asked whether or not you want to purify it.

If you choose "Yes" you will go into battle (see page 20) with the Sol Niger. If the Sol Niger is beaten, the crystal will be cleansed (purified).

ENCOUNTER BREAKING

Once the Sol Niger is cleansed, you will have the option to enable or disable encounters in that certain dungeon by pressing the R2 button. This is called Encounter Breaking. When encounter is disabled (turned off) you will not encounter random enemies until it is enabled (turned on) again. The current encounter setting is shown as ON or OFF on the lower left corner of the screen.

While the ENC is turned off, you will not encounter any random battles.

If the Sol Niger has not been purified in a dungeon, the ENC cannot be turned OFF and will show ON until you find and cleanse the Sol Niger in that dungeon.

MAGIC GEMS

Magic Gems can be found floating in the air in dungeons. They are invisible to the eye but Dean is able to lock-on to them during shooting mode. By shooting these Magic Gems, you can release the magic power held inside, restoring some of the party's lost MP.

Menu Screen and Commands

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When out in the world and dungeons, press the △ button to access the Menu Screen.

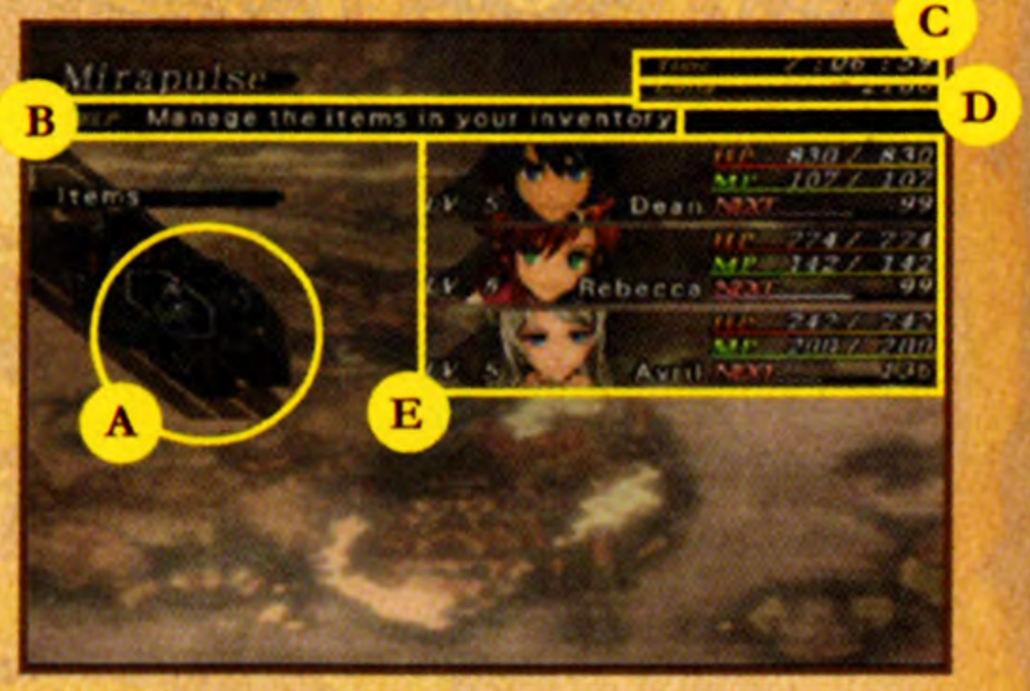
A. This is the Menu Command. Some commands may not be available at the beginning of the game.

B. This is the Help Message. A simple explanation of the chosen icon will show.

C. Total gameplay time is shown.

D. The party's total amount of gella (currency).

E. Current status of each party member.
For details of how to read the status of each character, refer to page 16.



MENU COMMANDS

1) ORDER

Used to change the order in which the party members are displayed. Changing the order of the characters will change their HEX position during battle as well. Refer to page 20 for more details.

2) EQUIP

Used to change equipped weapons, armor and badges. Refer to the attributes chart on the right of the screen to confirm if certain stats are increased (red arrow) or decreased (blue arrow). Use the L1 or R1 buttons to scroll between characters.

3) ITEMS

This command is used to sort and manage the items in your inventory. Use the L1 or R1 buttons to switch between the types of items and press the ⊗ button to Use, Rearrange, or Sort the chosen item.

DIFFERENT TYPES OF ITEMS

Field Items	Items usually used while on the Filgaia Map or Active Field.
Battle Items	Items used during battle
ARM Parts	Items used as attachments to ARMs
Armor	Different types of armor per character
Badges	Different types of badges with different effects
Golem Parts	Golem command pieces used to customize the golem.
Books	Books that have useful hints on playing the game.

USING THE ITEMS MENU

Using, rearranging, or sorting of items is done in the Items Menu. Choose an item that you want to use, rearrange, or sort and press the ⊗ button to access the Items Menu. Note: Only items shown highlighted can be used.

Choose the item that you want to use and press the ⊗ button. Select "Use" and then the character you wish to use the item on.

When "Rearrange" is selected in the Items Menu, you can move the chosen item to a different location. Choose the item and confirm the area where you want to move the chosen item.

Menu Screen and Commands

4) STATUS

A character's status can be confirmed by accessing the Status Menu. Select the character you wish to view and confirm. Use the left analog stick or the left and right directional buttons to change status pages, or press the L1 or R1 buttons to scroll between characters.

BASIC STATUS

LV	The Level of each character. A character's level will rise as experience is gathered by winning battles against monsters.
HP	This is the character's Hit Points. HP is the amount of damage a character can take before losing consciousness.
MP	The character's Magic Points. MP is used to cast Original spells (refer to page 24).
EXP	Current Experience points. Can be earned by winning battles.
NEXT	EXP needed to reach the next level.
ATK	The amount of physical damage a character inflicts.
MAG	The amount of damage inflicted by magic spells.
DP	The power to delay the enemy's turn when attacking.
DEF	Defense points against physical attacks.
RES	Resistance against magic attacks.
EP	The power to defend against enemy attacks that delay a character's turns.
HIT	Accuracy of physical attacks.
EVA	The power to evade physical attacks.
RFX	The swiftness of the character. The higher the RFX the more times the character will receive a turn during battle.

In regards to LV, HP, MP, ATK, MAG, DP, DEF, RES, EP, HIT, EVA and RFX, the numbers shown on the left are the actual points of the characters without any additional points from armor or badges, and the numbers shown on the right include added points from armor and badges.

EQUIPMENT

Currently equipped items.

ORIGINAL

Mastered Original spells (refer to page 24 for more details).

SKILLS

Mastered Skills (refer to page 26 for more details).

FORCE

Mastered Force abilities (refer to page 23 for more details).

Menu Screen and Commands

5) SYSTEM

You can customize your game settings in the System Menu. When changing settings on the "Button Config" and "Screen Position", make sure to save the changes made. Choosing "Reset to Defaults" will change the chosen setting back to the default setting.

Load	Loads saved data from the memory card (see page 14 for more details).
Tutorials	Shows the tutorial messages that have already appeared in-game.
Button Config	Button layout can be changed. When changing the button layout, choose "Custom". After the layout has been changed to fit your preference, make sure to choose "Save changes".
Cursor Memory	Choose whether the cursor should remember its previous position on the menu selection or whether it should go back to the middle (default) position.
Voices	Select the frequency in which characters use their voices. To change the frequency, choose "Custom" and change the frequency by pressing right or left on the left analog stick or directional buttons.
Movie Subtitles	You can turn movie subtitles on or off. When "On" is chosen, movie subtitles will be displayed.
Field Camera L/R	Select the left/right orientation of the right analog stick when controlling the field camera. "Normal" will make the camera move to the left when the right analog stick is tilted to the left. When "Inverse" is chosen, the camera will turn the opposite way of the right analog stick.
Field Camera U/D	Select the up/down orientation of the right analog stick when controlling the field camera. "Normal" will make the camera move up when the right analog stick is tilted up. When "Inverse" is chosen, the camera will move the opposite way of the right analog stick.
Battle Camera	Select whether battles should start in Normal View or Top View.
Accelerator	Turn this option on to increase the movement speed of characters and to skip battle animations. Even when Accelerator is off, some animations can still be cancelled with the START button.
Sound	Select sound output: "Stereo", "Monaural" or "Dolby Digital Pro Logic II".
Volume	Select the volume balance in the game. Choose "Custom" and use the left analog stick or directional buttons to change the balance.
Vibration	Turn the controller vibration on or off.
Screen Position	Adjust the screen display position. Choose "Custom" and use the left analog stick or directional buttons to adjust. Once adjusted, choose "Save changes".

18 Menu Screen and Commands

MEDIUMS

As you progress in the game, you will acquire items known as "Mediums". Once you have a Medium in your inventory the menu command "Mediums" will appear and allow you to equip Mediums and customize GC Points.

EQUIPPING MEDIUMS

Characters will be able to use a variety of Medium Skills when equipped with a Medium. To equip a Medium, choose the "Mediums" command from the Menu Screen and choose a character. Choose "Equip" to equip the Medium.

When the Mediums command is chosen, the "Equip" menu screen will appear. Choose "Equip" to open the Medium list.

Choose the Medium you would like to equip. NOTE: Pressing the L1 or R1 button will scroll between characters.

GC GRAPH AND CUSTOMIZING YOUR MEDIUM

The list of Medium Skills in the Mediums Menu is called the GC Graph. There are 6 types of Mediums that can be customized on the GC Graph. The character will learn new Medium Skills and Original spells depending on his or her experience level. You can also "purchase" Medium Skills or Originals that you haven't acquired yet by allocating earned GC points towards a particular skill.

Sword Medium	Attacker (physical attacker of the group)
Mountain Medium	Defender (defender of the group)
Sky Medium	Sorcerer (magic-based attacker of the group)
Sea Medium	Healer (healing and support magic user of the group)
Luck Medium	Thief (stealer and weakening spell user of the group)
Moon Medium	Terrain Master (supportive battle field magic user of the group)

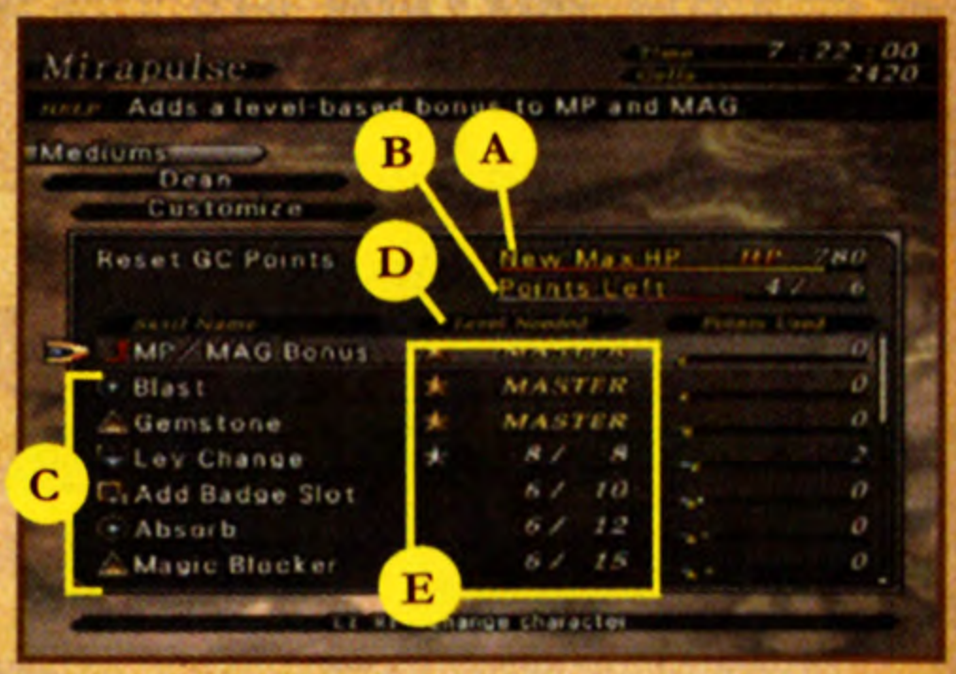
POWERING UP YOUR CHARACTER

- Original – refer to page 24 for more details.
- Force Abilities – refer to page 23 for more details.
- Skills – refer to page 26 for more details.
- Status – refer to page 16 for more details.
- Badges – refer to page 28 for more details.

Menu Screen and Commands

DISTRIBUTION OF GC POINTS

On the GC Graph you can distribute GC Points and customize the Skills and Originals of the chosen character. Choose "Customize" on the Mediums Menu and the GC Graph will appear. 1 GC Point will use up 50 HP from the character, so when using 1 GC Point on a certain skill, the character's HP will be decreased by 50. Note: If you want to reset changes made, select "Reset GC Points".



A. The MAX HP of the chosen character.

B. The amount of GC points available to distribute.

C. List of skills that are available to master.

D. The list of current GC points needed to master the skill. Skills with a golden star are the skills that have been completely mastered. The skills with a silver star are the ones that have not been mastered by the player but are still accessible due to the allocation of GC points.

E. This area shows the GC points that have been distributed. You cannot distribute GC points to the skills that are already showing MASTER.

Choose the character whose GC graph you want to customize.

Press left or right on the left analog stick or directional buttons to use GC points on preferred Skills.

Once customization is done press the ◉ button to go back to the previous page.

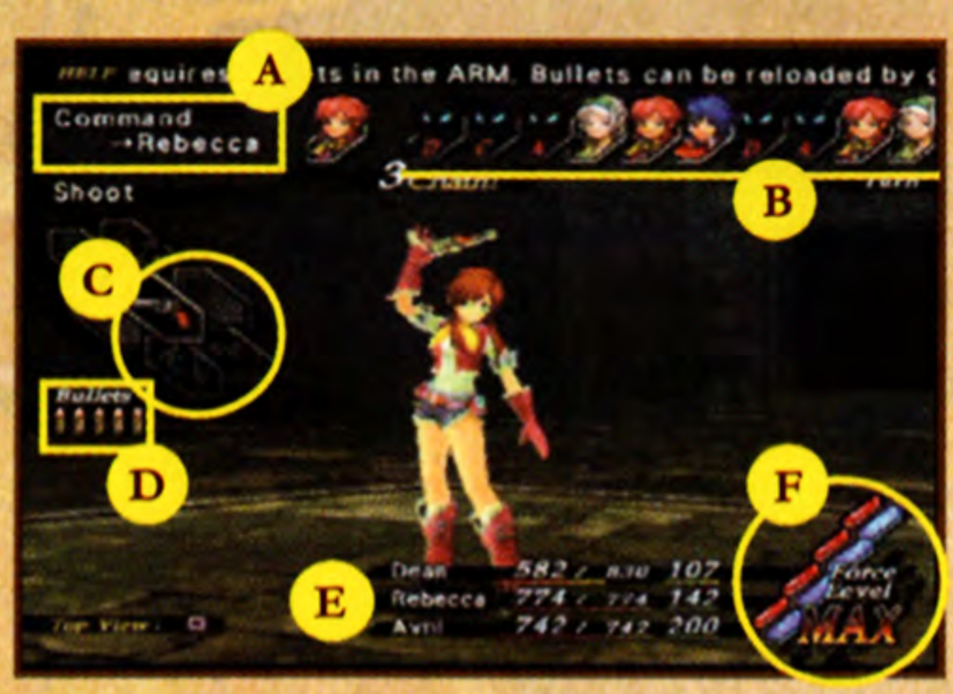
Battle System

GAME OVER & CONTINUE

If all party members become unconscious, you will lose the battle. The Game Over screen will appear and you will be able to choose between "Continue" or "Return to Title Screen".

BATTLE SCREEN INFORMATION

Note: If the ◉ button is pressed during the battle screen, the camera angle will change to the top view option.



A. The name of the character with the current battle turn.

B. The order of upcoming turns and character names. Move the right analog stick to the right and you can confirm further upcoming turns.

C. Battle Commands (see page 22).

D. The remaining bullets before reloading.

E. Overall status of the characters participating in battle.

F. Current Force Level (see page 23).

WHAT IS THE HEX BATTLE SYSTEM?

The battle field is divided into seven HEXes. All characters and enemies will move among these HEXes. HEX position will vary between battles.

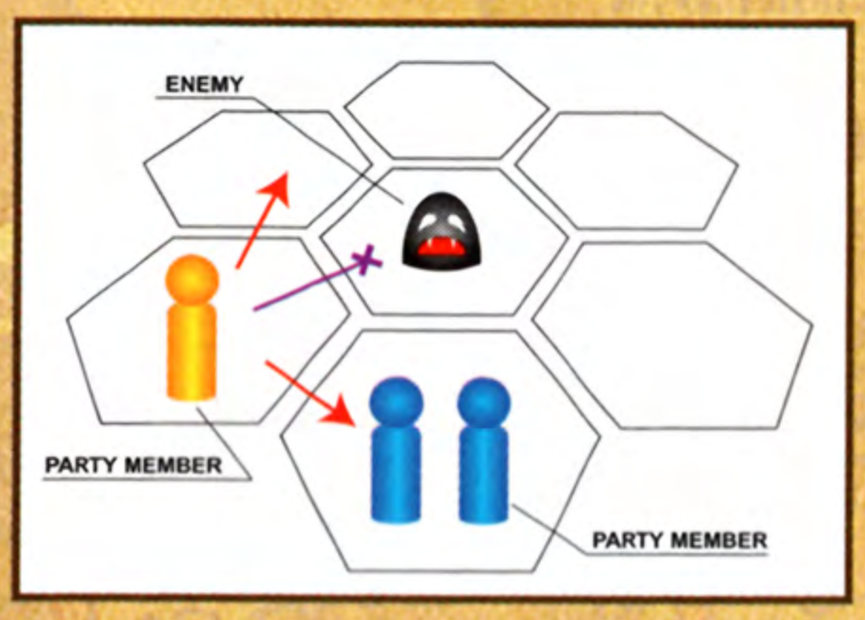
GOING INTO BATTLE AND POSITIONING.

The first 3 characters in the Order Command of the main Menu Screen will be the characters who will participate in battle. Characters will be randomly positioned in the battlefield and the higher the order the closer to the front lines that character will be. When back attacked by enemies, the last three characters will be going into battle. Characters can also be swapped during battle (see page 22).

Battle System

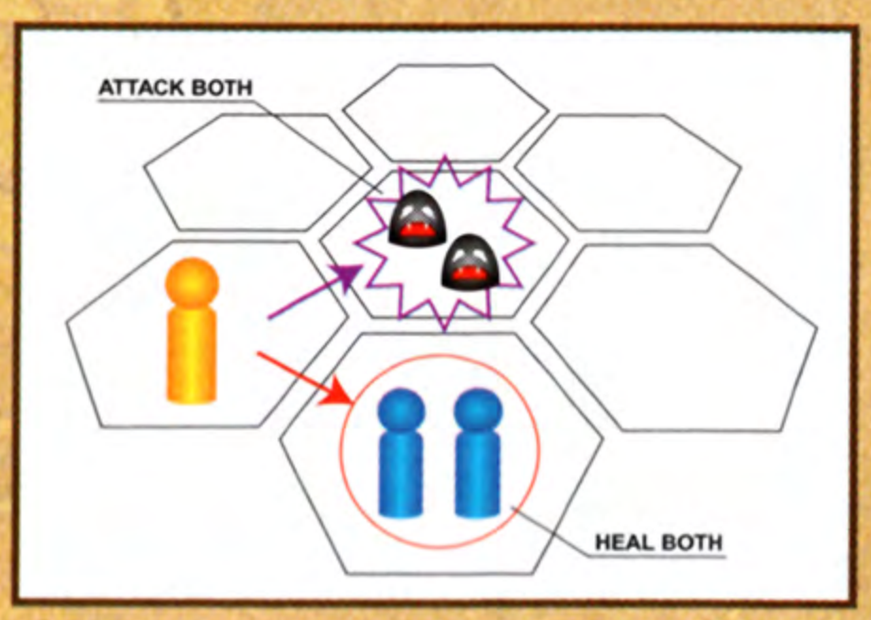
ENEMIES AND PARTY MEMBERS CANNOT STAY IN THE SAME HEX

A HEX can only be occupied by either an enemy or a party member and never both at the same time. Enemies can move to and through enemy occupied HEX and party members can do the same for party occupied HEXes.



ACTIONS ARE BASED ON THE HEX, NOT THE HEX CONTENTS

Battle commands such as Attack, Originals and Items affect everything inside the HEX they are used on. If there are multiple enemies in one HEX, attacking that HEX will cause all enemies to take damage. Likewise, with healing spells and items, if all your party members are in one HEX, casting a healing spell will recover everyone's HP.

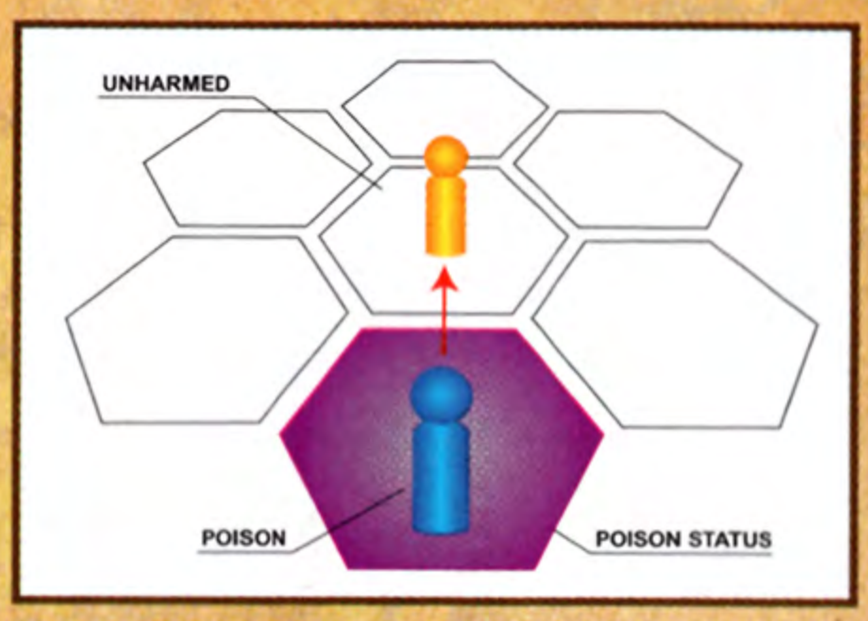


ATTACK RANGE

The attack range will change depending on the character's weapon and other equipped items. Some weapons and Original spells work only on adjacent HEXes, while others reach a wider range.

STATUS CHANGE IN HEXES

When a HEX is affected with poison or disease spells, it will only affect that HEX. As long as you stay in that affected HEX you will suffer the effects of the spell. Once you move to another unaffected HEX, the negative effect will be gone.



FINDING ITEMS

When you win a battle, an item may sometimes appear. These items will randomly appear on HEXes. If a party member is in the item HEX at the end of a battle, you will receive that item.

ESCAPE ZONES

The outside HEX in the battle field usually has an Escape Zone. If you move to an escape zone, you will be able to flee from battle. When one character succeeds in fleeing, the battle will end. You will lose gella each time you flee from battle.

Battle System

ABOUT LEY POINTS

There are two types of HEXes in a battle field. One is the normal HEX that is outlined in white which has no elemental attributes. The other HEXes that are colored are called Ley Points. Ley Points have elemental attributes and using some Original spells on these Ley Points (see page 26) will add elemental aspects to the spell. Using opposing elemental attributes will cause greater damage (for example, use fire against water Ley Points for added damage).

Red Ley Point	**Fire Element**	Halves all fire elemental magic. When receiving water elemental magic attack, the damage is increased by 50%.
Blue Ley Point	**Water Element**	Halves all water elemental magic. When receiving fire elemental magic attack, the damage is increased by 50%.
Green Ley Point	**Wind Element**	Halves all wind elemental magic. When receiving earth elemental magic attack, the damage is increased by 50%.
Yellow Ley Point	**Earth Element**	Halves all earth elemental magic. When receiving wind elemental magic attack, the damage is increased by 50%.

BATTLE COMMANDS

The battle action is decided on the battle command menu. Some battle commands may be added as the game progresses.

1) GUARD / MOVE

You can move to an adjacent HEX by choosing the HEX you wish to move to. You can also guard by choosing your current HEX in order to lessen the damage from physical and magical attacks.

Moving will depend on whether the destination HEX is open or is occupied by a party member.

When the Escape Zone (page 21) is chosen you have the option to flee from battle.

SWAPPING MEMBERS

You can swap members by moving to an outside HEX and choosing the escape zone. Select "Swap Members" and choose the character you want in the battle.

RELOADING

When you are running low on ammo, you can reload by selecting your current HEX to guard. When that character's next turn comes, they will have full ammo.

2) ATTACKING / SHOOTING

Characters will attack with their ARMs and which HEXes they can attack will vary depending on the ARM used. When ammo runs out, you must reload by using the Guard command and waiting a turn. Note: All ammo will be reloaded automatically at the end of a battle.

Choose Attack or Shoot and select the HEX you would like to attack.

The character will attack the chosen HEX.

CHAIN BONUS

A Chain Bonus is obtained when your party members attack continuously. Every Chained Bonus will add a bonus aspect to the attack or support action the character takes. You will see "1 Chain!" or a similar note underneath the next attacker's turn in the upper middle area of the screen to inform you of how many chain attacks you have made. Note: Enemy characters can also get chain bonuses.

3) ITEMS

Select this command to use the items in your inventory. Only battle items can be used during battle. Refer to page 15 for an explanation of how to view the Items Menu.

Choose the item you wish to use. Only highlighted items can be used.

Next, choose the character you wish to use the item on.

4) FORCE

Only characters equipped with Mediums can use Force Abilities during battle (besides Combination Arts). To use a Force Ability the character will need to gather Force Points.

Choose the Force command and a list of usable Force Abilities will appear.

Choose the Force Ability you'd like to use and then the target character or enemy.

FORCE POINTS

You will acquire Force Points (FP) when you attack, when you are attacked, and when you guard. The Force Gauge in the lower right corner of the battle screen will show the current FP amount. One block of the blue gauge is worth 6.25 FP. When the blue gauge has acquired four blocks (25 FP), one box on the red gauge on the left will light up. Note: Every time a battle is finished FP will return to zero.

COMBINATION ARTS

Combination Arts is a Force Ability that can be performed when you have enough FP and two characters (at a certain level) are in the same HEX.

Battle System

FORCE EXAMPLES:

LEY CHANGE

Changes the Ley Point elemental attribute in the following order. Water→Wind→Fire→Earth→Water

EXTEND

Extends the duration of effects placed on the HEX.

MYSTIC

Extends an item's effect to all HEXes

TRIGGER RONDO

Combination Art of Dean and Rebecca. Attacks surrounding HEXes.

OVERHEAD SORCERY

Combination Art of Rebecca and Avril. Attacks surrounding HEXes.

JAVELIN BULLET

Combination Art of Dean and Avril. Attacks HEXes in a straight line.

5) ORIGINAL

The Original spells that a Medium has mastered will be available to use during battle by the character equipped with the Medium. Note: MP will be needed to use Originals.

Select the Original command to open the list of Original spells.

Choose the Original spell and the target to use it on.

ORIGINAL EXAMPLES:

BLAST

Magic attack on a targeted enemy. Any HEX with an enemy character can be chosen as the target.

HEAL

Heal HP on the targeted characters. The recovery amount is determined by the MAG points of the casting character.

REVIVE

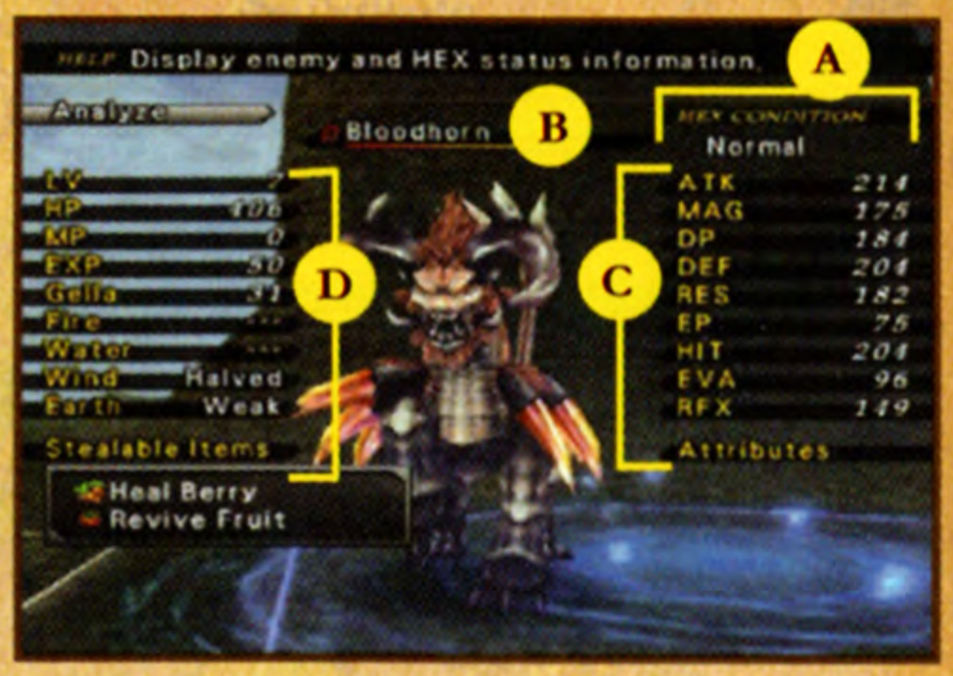
Can revive characters who have become unconscious. Can be used only on the HEX the casting character is occupying.

ITEM STEAL

Can steal a targeted enemy's item. Can only be used on enemies in surrounding HEXes.

6) ANALYZE

The enemy status and the HEX condition of the enemy can be confirmed by using Analyze. Scroll between different enemies on different HEXes by pressing left or right on the directional buttons.



A. HEX Status (see page 26).

B. Name of the enemy in the HEX.

C. Enemy Status.

D. The level, HP, MP, the EXP and gella that you will receive when defeating the enemy, elemental attributes and items that can be stolen.

7) SYSTEM

Customize your game settings on this menu. For more details, refer to page 17.

Battle System

SKILLS ACTIVATION

Different Skills are available depending on the character and which Medium and/or badge they have equipped. Skills are pulled off randomly when certain battle requirements are fulfilled and are quite useful when in a bind. The requirements vary for different Skills.

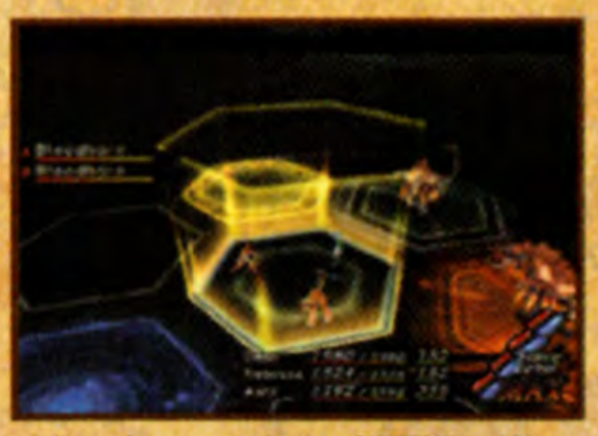
EXAMPLES OF SKILLS

Counter	Randomly counters physical attacks.
Ley HP Regen	Recovers HP when the character's turn starts on a Ley Point.
Blocker	Randomly nullifies physical attacks.
FP Advantage	Adds 25 FP at the start of battle.
Gella Up	Increases the amount of gella obtained from battle.

HEX STATUS CHANGE

HEX STATUS

Using certain Original spells can change the status of the HEX with a positive or negative attribute. Some of the positive attributes are "HP Recovery" which regain HP by 5% each turn, or "FP Gain Up" which gain FP at a faster rate than a normal HEX. Negative attributes include "FP Gain Down" which keep FP at zero as long as you are in that affected HEX, and "Locked" which prevent movement in or out of that HEX.



The status of the HEX will show on the right hand side of the screen when chosen during battle. The HEX status can also be confirmed using "Analyze" if an enemy is occupying the affected HEX.

The affected HEX status can be nullified by moving to a different unaffected HEX or using an item to cure the negative HEX status.

OTHER HEX AILMENTS

Other ailments which can inflict as HEX such as "Poison" and "Disease" can be avoided by simply moving to an unaffected HEX. Using items to cure the HEX is also possible.

Poison	Each turn spent within the affected HEX will take away 10% of the character's maximum HP.
Disease	HP cannot be recovered on the affected HEX. Even if attempted, the recovery will stay at zero. Use the battle item "Medicine" to cure a HEX affected with Disease.
Misery	Being on the affected HEX will turn you into a cat. Only the Guard or Move commands will be available. You will gain EVA/RFX points but lose DEF/RES. Use the "Peppy Acorn" to a HEX affected with Misery.

Shops

Towns and other areas across Filgaia are filled with shops and other facilities that can be used to your advantage.

ITEM SHOPS

You can buy and sell useful items in Item Shops. There are also automatic vending machines tucked away in some dungeons where you can also buy and sell items.

HOW TO BUY OR SELL ITEMS

Speak to the shop keeper and choose "Buy" or "Sell" depending on what you would like to do. When buying an item, choose from the store inventory list. When selling, your item inventory will show up. Select the item you would like to sell and the quantity.

Press the ⊗ button to speak to the shopkeeper and the Buy/Sell/Talk menu will appear.

The quantity screen will appear when the item is chosen.

A. The HELP message for the selected item will appear here.

B. If "Buy" is chosen, the item inventory list and price per item will be displayed here. When "Sell" is chosen, your item inventory and selling price per item will be displayed. Use the L1 or R1 buttons to change pages to different item types.

C. The quantity of items you are buying or selling can be changed here.

D. If you possess the selected item already, the number in your inventory will be displayed here.

Shops

MODIFYING YOUR ARM

On save points (page 14) you are able to modify the ARMs that your characters are using. To modify ARMs you will need to use an item called Dragon Fossils. The amount of Dragon Fossils in your inventory will determine how much you are able to modify. You can choose to modify ATK, MAG, FP and adjust the power of each attribute. Note: You can readjust Dragon Fossils at anytime if you wish to.

Choose the character whose ARM you would like to modify.

Choose the aspect of the ARM you would like to modify and press left or right on the left analog stick or directional buttons to add or subtract levels.

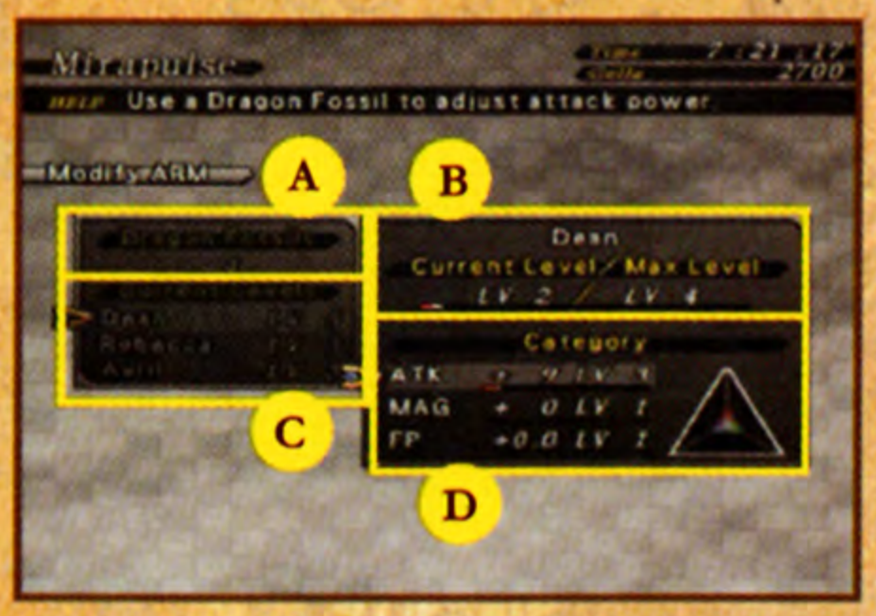
MODIFICATION SCREEN INFORMATION

A. The amount of Dragon Fossils in your inventory.

B. The names of the character in your party and their modification level will appear here.

C. The current level and the maximum level are displayed. Modification is limited to the amount shown on the Max Level and the remaining levels left to modify (how many Dragon Fossils are left) will be shown under Current Level.

D. The list of modifications that are available. The numbers on the right are the amount of points added and the modification level.



BADGE SYNTHESIS

Badges can be synthesized together with other badges to form a new, more powerful badge. It will cost some gella to get a badge synthesized. Badge Synthesis will be available in the town of Mithysmere later on in the game.

Choose "Synthesize" to open the Badge Synthesis menu.

Choose a badge you would like to create and a list of needed materials will appear. If you do not have all the materials needed to make the new badge, you will be unable to create it. Choose the quantity you would like to create and press the ⊗ button.

BADGE SYNTHESIS SCREEN

A. List of badges available to synthesize. Move the cursor and press the ⊗ button. The badges and amount of gella needed to create the new badge will be shown.

B. The status of the chosen character will appear here. The expected status change will be displayed based on the badge you choose to create. Pressing left or right on the directional buttons will allow you to change characters.

C. The quantity of the selected badge in your inventory.

ITEMS LIST

Below are some of the different items the character may encounter in the game.

Item Name	Category	Effect	Target
Heal Berry	**Battle Item**	Restores 500 HP	Ally HEX (Adjacent)
Potion Berry	**Battle Item**	Restores 1000 HP	Ally HEX (Adjacent)
Mega Berry	**Battle Item**	Restores 2000 HP	Ally HEX (Adjacent)
Holy Berry	**Battle Item**	Restores all HP	Ally HEX (Adjacent)
Revive Fruit	**Battle Item**	Revives fallen characters	User's HEX
Full Revive	**Battle Item**	Revives fallen characters with full HP	User's HEX
Antidote	**Battle Item**	Cures "Poison" status	Ally HEX (Adjacent)
Medicine	**Battle Item**	Cures "Disease" status	Ally HEX (Adjacent)
Peppy Acorn	**Battle Item**	Cures "Misery" status.	Ally HEX (Adjacent)
Cordyceps	**Battle Item**	Cures "Poison", "Disease", and "Misery" status	Ally HEX (Adjacent)
Great Apple	**Battle Item**	Adds "All Stats Up" status to the HEX	Ally HEX (Adjacent)
Ambrosia	**Battle Item**	Cancels negative HEX status effects and restores all HP and MP	Ally HEX (Adjacent)
Lucky Card	**Battle Item**	Doubles EXP earned from battle	All allies
Gella Card	**Battle Item**	Doubles gella earned from battle	All allies

Geo Amulet Badge	Reduces damage from earth-elemental attacks. Combines with Ley Point effects.
Muse Amulet Badge	Reduces damage from water-elemental attacks. Combines with Ley Point effects.
Frey Amulet Badge	Reduces damage from fire-elemental attacks. Combines with Ley Point effects
Wing Amulet Badge	Reduces damage from wind-elemental attacks. Combines with Ley Point effects.
Refrigerator Badge	Prevents reduction of MAX HP from "Fallen" status.
Gold Sun Badge	Increases MAX HP by 500.
Hazel Sprig Badge	Grants immunity from "Disease" status.
Moonstone Badge	Grants immunity from "Poison" status.
Heart Leaf Badge	Grants immunity from "Misery" status.
Tent (Field Item)	Restores all allies' HP and MP when used on the Active Field.
Nectar (Field Item)	Restores an ally's reduced maximum HP.
Call Whistle	Field item.
Giant's Ocarina	Field item.

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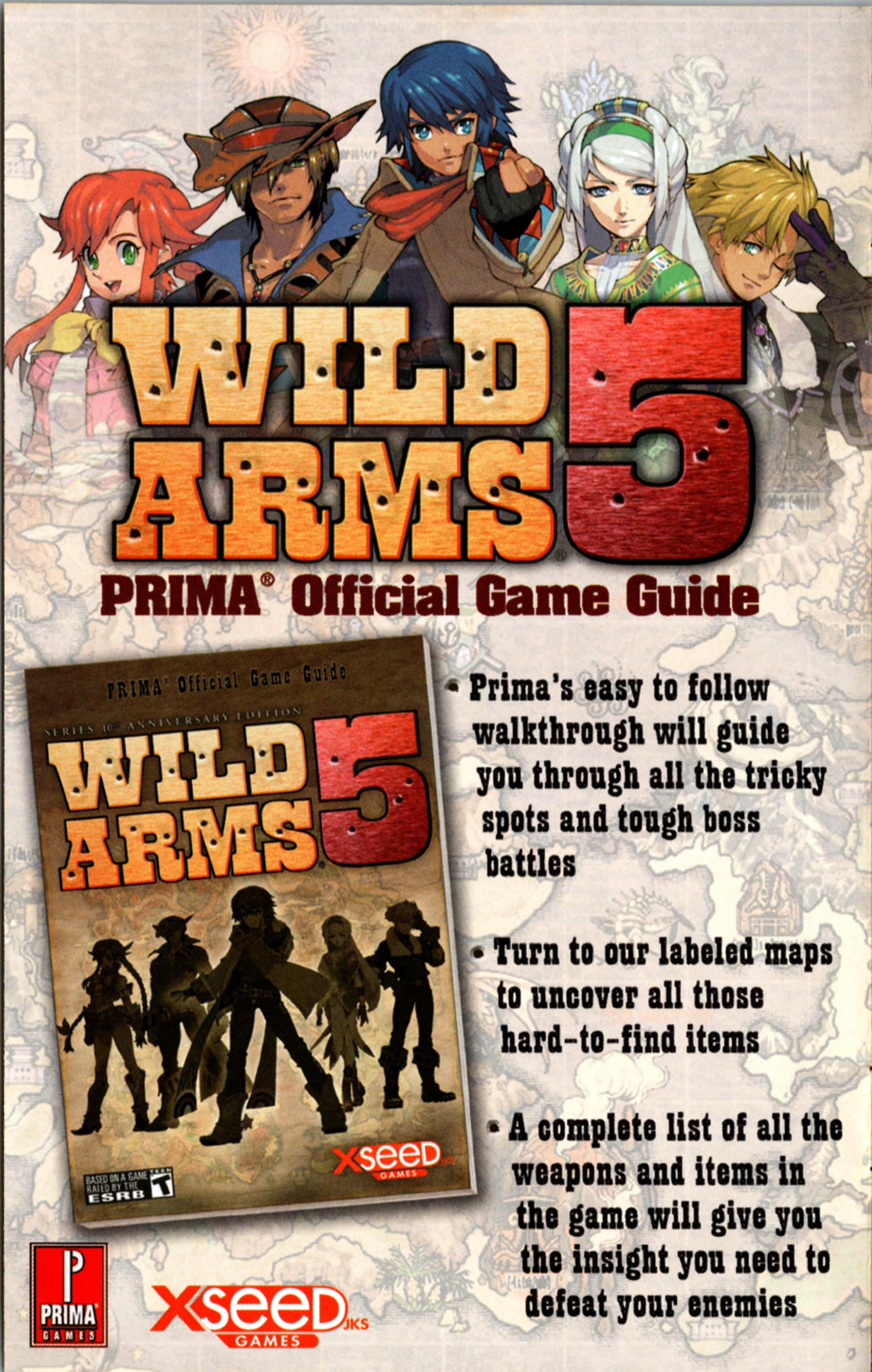
Presented By
Sony Computer Entertainment Inc.



WILD ARMS 5

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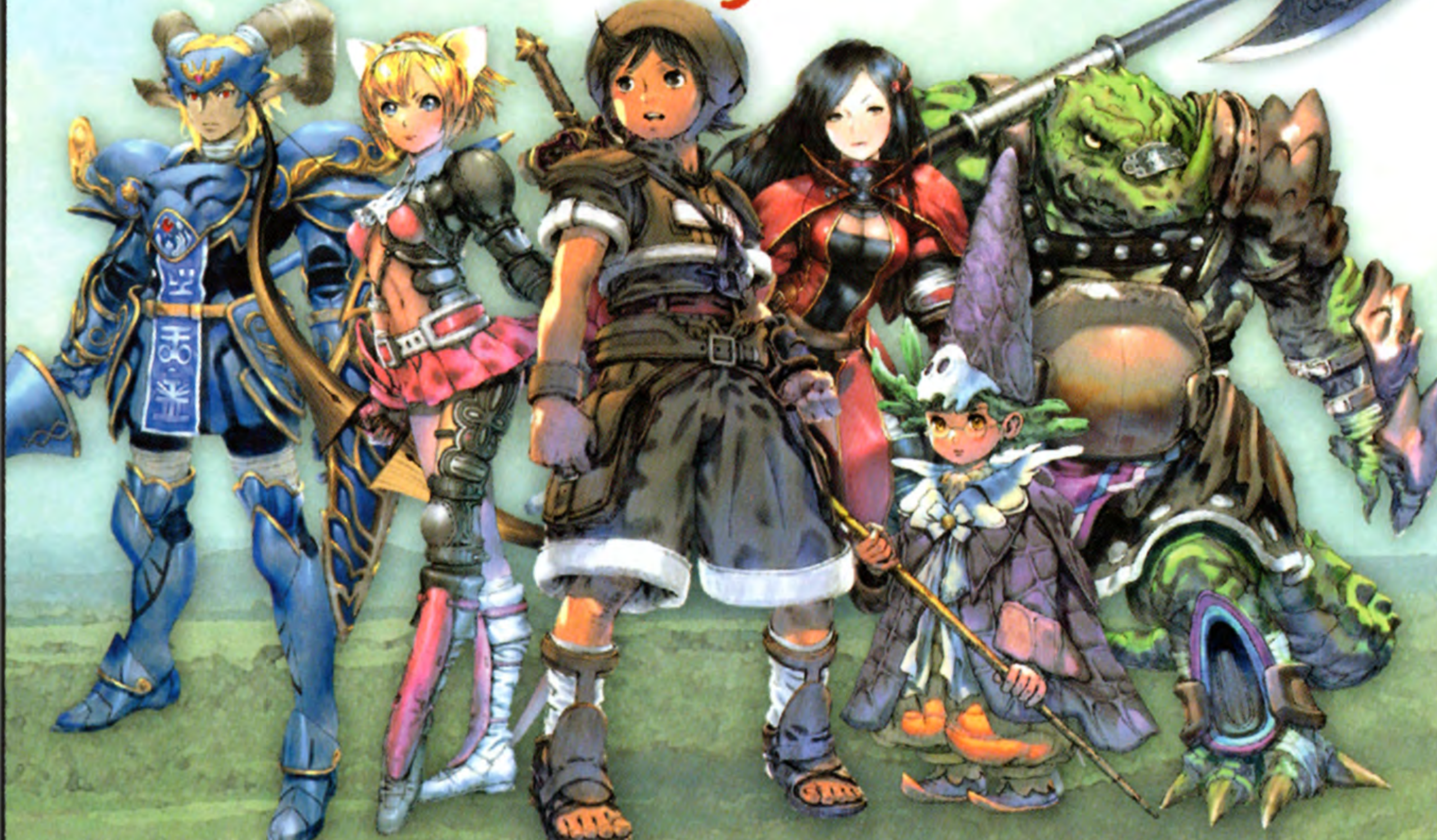

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EVERYONE 10+

10+

Language
Mild Fantasy Violence
Suggestive Themes

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